

<div>Ba Sing Se</div> <div>Land</div> <div> <p>This land enters tapped unless you control a basic land.</p> <p>{T}: Add {G}.</p> <p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Bitter Triumph</div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Cover-Up</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deadly Cover-Up</div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Deep-Cavern Bat ① ② ③ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ① ② ③ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ① ② ③ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doctor Doom ④ ② ③ ③ Legendary Creature -- Human Scientist Villain When Doctor Doom enters, create two 3/3 colorless Robot Villain artifact creature tokens named Doombot. As long as you control an artifact creature or a Plan, Doctor Doom has indestructible. At the beginning of your end step, you draw a card and lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emeritus of Abundance ② ⑥ Creature -- Elf Druid Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. 3/4 ----- OTHER FACE ----- Regrowth ① ⑥ Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emeritus of Abundance ② ⑥ Creature -- Elf Druid Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. 3/4 ----- OTHER FACE ----- Regrowth ① ⑥ Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Scientist ① ⑥ Creature -- Human Druid When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Scientist ① ⑥ Creature -- Human Druid When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Environmental Scientist ①⑥ <hr/> Creature -- Human Druid <hr/> <p>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)	Forest <hr/> Basic Land -- Forest <hr/> ({T}: Add {G}.)
Garruk, Veiled Butcher ③⑧⑧ <hr/> Legendary Planeswalker -- Garruk <hr/> <p>If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Garruk, Veiled Butcher ③⑧⑧ <hr/> Legendary Planeswalker -- Garruk <hr/> <p>If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card.</p> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Maelstrom Pulse ①⑧⑥ <hr/> Sorcery <hr/> <p>Destroy target nonland permanent and all other permanents with the same name as that permanent.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Nowhere to Run ①⑧ <hr/> Enchantment <hr/> <p>Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - WonderNight - Standard v3 Group A66E3D (Ancient Cornucopia, Maelstrom Pul

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Professor Dellian Fel 2B6</div><div>Legendary Planeswalker -- Dellian</div><div>[+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Professor Dellian Fel 2B6</div><div>Legendary Planeswalker -- Dellian</div><div>[+2]: You gain 3 life. [0]: You draw a card and lose 1 life. [-3]: Destroy target creature. [-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ral Zarek, Guest Lecturer 1B3</div><div>Legendary Planeswalker -- Ral</div><div>[+1]: Surveil 2. [-1]: Any number of target players each discard a card. [-2]: Return target creature card with mana value 3 or less from your graveyard to the battlefield. [-7]: Flip five coins. Target opponent skips their next X turns, where X is the number of coins that came up heads.</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Requiring Hex B</div><div>Instant</div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Requiting Hex</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Requiting Hex</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Restless Cottage</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Restless Cottage</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Restless Cottage</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shoot the Sheriff</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Simulacrum Shaper</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>When this creature dies, draw a card.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Simulacrum Shaper</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>When this creature dies, draw a card.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div><div>Simulacrum Shaper</div><div>①⑥⑥</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Simulacrum Shaper</div><div>①⑥⑥</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, draw a card.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Witherbloom Charm</div><div><div>B</div><div>G</div></div></div> <div><div>Instant</div><div>Choose one -- * You may sacrifice a permanent. If you do, draw two cards. * You gain 5 life. * Destroy target nonland permanent with mana value 2 or less.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Duress</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Duress</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ghost Vacuum</div><div><div>1</div></div></div> <div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Gideon the Oathless</div><div><div>2</div><div>B</div></div></div> <div><div>Legendary Creature -- Human Mercenary</div><div>Ward--Discard a card. Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player. Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

② ③

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

[sidebar]

3/3

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① B

Target opponent exiles a creature they control and their graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target opponent exiles a creature they control and their graveyard.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Terminal Criticism</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>As an additional cost to cast this spell, pay X life.</div> <div>Destroy all artifacts and creatures with mana value X or less.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vicious Rivalry</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>As an additional cost to cast this spell, pay X life.</div> <div>Destroy all artifacts and creatures with mana value X or less.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	